

THE  
ROYAL GAME  
OF THE  
OMBRE.

WRITTEN

At the Request of divers  
Honorable Persons.

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L O N D O N,  
Printed for *William Brook*, dwelling in the Black  
Swan Inn-Yard in *Holborn*, 1660.





# The ROYAL GAME.

OF THE

## O' MBRE.

**L**'Ombre is a Spanish Game at Cards, as much as to say, *The Man*: so he who undertakes to play the Game, sayes *To so l'Ombre*, or, I am the *man*. And 'tis a common saying with the Spaniards, (alluding to the name) that the Spanish *l'Ombre* as far surpasses the French *la Beste*, as a *Man* do's a *Beast*. There are divers sorts of it, of which, this (which we shall onely treat of, and which chiefly is in vogue) is called the *Renegado*, for reasons better suppress then known.

*How many can play at it, and with what Cards they are to play.*

There can onely three play at it, and they are dealt nine cards a piece: so by discarding

the Eights, Nines, and Tens out of the Pack,  
there remains thirteen Cards in the Stock,

*Of the Trump.*

There is no turning up Trump, nor no Trump but what the Player pleases, the first hand having alwayes the choice to play or pass, after him the second, &c.

*Of the Stakes.*

For Stakes there are two sorts of Marks or Counters, the greater & the less; for example, if you value the great ones at 12. pence, the lesser may be pence the piece ( and so according as you please ) of which greater Marks you stake each one one for the Game : and the lesser for passing, for the hand, if you be eldest, and for taking in, giving for each Card you take in, one Mark or Counter.

*Of the names of the Cards, and order in ranking them.*

*Of the Black Suits.*

1. The Spadillio, or Ace of Spades. The

(3)

2. The Mallilio; or black Deuces of either suit

3. The Basto, or Ace of Clubs;

4. The King.

5. Queen.

6. Knave.

7. Seven.

8. Six.

9. Five.

10. Four.

11. And Three.

*Of the Red Suits.*

1. The Spadillio; or Ace of Spades.

2. The Mallilio, or Sevens of either Suit.

3. The Basto, or Ace of Clubs.

4. The Punto, or Ace of Hearts or Diamonds according as they are Trump,

5. The King.

6. The Queen.

7. The Knave.

8. The Deuce.

9. The Tre.

10. The Four.

11. The Five.

12. The Six.

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Obser-

*Observations.*

By this you see first that the *Spadillio*, or Ace of Spades is alwayes the first Card, and alwayes Trump, be the Trump what suit soever; and the *Basto*, or Ace of Clubs alwayes the third. Secondly, that of Black, there are but eleven Trumps, & of Red twelve. Thirdly, that the red Ace enters in the fourth place when it is trump, and then is called the *Punto*, otherwise 'tis onely rankt after the Knave, and is onely call'd the Ace. Fourthly, that (excepting the Deuces of Black, and Sevens of Red, which are call'd the *Mallilio's*, and are alwayes the second Cards when they are Trumps) the least small Cards of the Red are alwayes best, and the greatest of the Black.

*Of the Matadors.*

The *Matadors* or killing Cards, as the *Spadillio*, *Mallilio*, and *Basto*, are the three chief Cards, and for these, when they are all in a hand (else not) the others pay three of the greater Marks or Counters the piece; and though there be no counting *Matadors* without these three, yet with these three for foundation, you may count as many



(5)

many as you have Cards in an interrupted Series of Trumps; for all vvhich, the others are to pay you one Mark or Counter the piece, even to nine sometimes.

*Of taking in, and the order and manner of it.*

Who has the first Hand, has choice of playing the Game, of naming the Trump, and of taking in as many or as few Cards as he pleases, and after him the second, &c.

*Observations.*

First, he is to ask if any one will play without taking in, (when they have the choice of those who will not.) Secondly, he is never to take in, or play, unless he have three sure Tricks in his hand at least: To understand which the better, we must know

*The End of the Game.*

The End of the Game is (as at Beast) to win most Tricks; whence he who can win five tricks of the Nine, has a sure Game; or if he win Four, and can so divide the Tricks, as one may

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win

win Two, the other Three: if not, 'tis either *Codillio* or *Repuesto*, and the Player loses and makes good the Stakes.

*Of the Codillio.*

They call it *Codillio* when the Player is beasted, and another wins more Tricks then he; when this takes up the Stakes, and tother makes it good: where note, that although the other two, always combine against the Player to make him lose, yet they all do their best (for the common good) to hinder any one from winning, onely striving to make it *Repuesto*.

*Of the Repuesto.*

They call it *Repuesto* when the Player wins no more Trick then another: for example, if he win but four, another four, & the third but one, or each of them win three Tricks the piece; in w<sup>ch</sup> case the Plaier doubles the Stake, without any ones winning it, & it remains so doubled for the advantage of the next Player, &c. Whence you may collect, that the Player is as much concern'd in making *Repuesto*, in case of necessity, as any of the rest, by which means the Stakes oftentimes increasing to a considerable



considerable sum, The Player is to be very wary  
what Games he plays.

*What Games are to be played.*

One is never to play unless he have three sure  
Tricks in his hand at least, as we have said before,  
as the three Matadors, or six or seven good  
Trumps without them; where note, the Kings  
of any Suit are alwayes accounted as good as  
Trumps (since nothing but Trumps can win  
them, mean while all other Cards but them  
and Trumps, are to be discarded.

*Observations.*

He who plays having taken in, the next is to  
consider the goodnes of his Game, and to take  
in more or less, according as his Game is pro-  
bably like to prove good or bad, always con-  
sidering, that 'tis as much his advantage that the  
third have a good Game to make it *Repuesto*, as  
himself. Neither is any one, for Covetousness  
of saving a Counter or two, to neglect the ta-  
king in, that the other may commodiously  
make up his Game with the Cards which he  
leaves; and that no good Cards may lye dor-  
mant in the Stock, except the Player plays  
with-

without taking in when they may refuse to take in, if they imagine he has all the Game.

*Of playing without taking in.*

When one has a sure Game in his hand, he is to play without taking in, when the others are to give him each of them one of the greater Marks or Counters, as he is to give them, if he play without taking in, a Game that is not sure, and loses it.

*Of the Voll.*

If you win all the Tricks in your hand, or the Voll, they likewise are to give you one Mark or Counter the piece; but then you are to declare before the fifth Trick, that you intend to play for the Voll, that so they may keep their best Cards, which else seeing you win five Tricks (or the Game) they may carelessly cast away.

*Of the Forfeitures.*

If you Renounce, you are to double the Stake, as also if you have more or fewer Cards than Nine, (to avoid all wrangling and fowl play) to which end you are carefully to count your Cards  
both

both in dealing and taking in , before you look on them; besides, according to the Rigor of the Game, if you speak any thing that may discover your Game, or anothers (excepting only *Gagno*, as we shall declare afterwards ) or play so , as wittingly to hinder the making it *Repuesto* or *Codillio* ( and if ignorantly , you are not fit to play.)

*Of playing Trumps.*

In playing Trumps you are to note , that if any playes an ordinary Trump , and you have onely the three best Cards, or *Matadors*, singly, or conjointly in your hands, you may refuse to play them, without Renouncing, because of the priviledge which those Cards have , that none but commanding Cards can force them out of your hands; as for example, the *Spadillio* forces the *Mallilio*, and the *Mallilio* the *Basto*; for all the rest you are to follow Trump.

*Of what you are to say.*

You are to say nothing but onely *I pass* , or play, or *Gagno*, that is, 'tis mine, simply, when you play your Card, to hinder the third from taking it; or *Gagno del Re* when you play your Queen

to hinder them from taking it with the King, &c. but this you cannot say till it come unto your turn.

*General Rules.*

'Tis impossible to provide against all accidents in the Game, onely these general Rules may be observ'd in playing: First, the chiefeſt Art conſiſting in knowing the goodneſs of ones Game, and how it may be improved to the beſt) one is never to win more then one trick, if they cannot win more then two, becauſe of the advantage they give the Player by it in dividing the tricks: Secondly, you are alwayes to win the trick from the Player if you can, unleſs you let it paſs for more advantage, wherein note the ſecond is to let it paſs to the third; if he have the likelier Game to beaſt the Player, or if he be likely to win it.

*Of the Tenaces.*

There may be divers advantages in reſuſing to take the players trick, but the chiefeſt is if you have *Tenaces* in your hands; that is, two Cards, which if you have the leading, you are ſure to loſe one of them. If the player lead to you, you  
are

are sure to win them both ; for example , if you have *Spadillio* and *Basto* in your hand , & he have the *Mallilio* & another Trump , if you lead you lose one of them ; for either you lead your *Spadillio* , and he plays his lesser Trump upon it , and wins your *Basto* , the next Trick with his *Mallilio* , and so the contrary ; whereas if he leads , he loses both ; for if he lead his *Mallilio* , you take it with your *Spadillio* , and with your *Basto* win the other Trump ; or if he lead with that , you take it with your *Basto* ; and then your *Spadillio* wins his *Mallilio* , and 'tis called *Tenaces* , because it so catches you betwixt them , there is no avoiding it , &c.

*Of the Player's playing his Game for his best Advantage.*

Of this ( because every one plays according to his own fancy ) I will onely say , that if you are not sure of winning five Tricks , but have onely the three *Matadors* ( as for example ) & Kings be your Auxiliary Cards , if you have the leading , you are to begin with a *Matador* or two before you play your Kings , to fetch out those trumps perhaps which might have trumped them , & if you have three *Matadors* with two other trumps your best way is first to play your *Matadors* ,

to see how the Trumps lie, and if both follow, you are sure that if the Trump be Red, there remains onely one Trump in their hands; if black, none at all; it importing so much that the player count the Trumps, as the miscounting onely one, do's often lose the Game. In fine, if they have but a weak Game, they are to imitate cunning Beast Players, in dividing the Tricks, & consult them in playing of their Cards. And these few Instructions may suffice, leaving the rest to each one's particular observation.

Certain other nice Questions there are; as whether any may look on the Tricks to see what Cards are played beside the *Ombre*, or he who plays the Game, which ordinarily is resolved on the Affirmative; or when any Cards are left in the Stock, whether any may look on them or no, which the Table led once, usually is done. Onely observe to lay your Tricks Angle-wise,  $\Gamma \sqcup$ , or  $\mathbb{N} \mathbb{Z}$ , to the end that one may easily perceive whether they be two, three, or four.

FINIS.



## ADDITIONS.

Concerning Taking In, to be inserted page 5.

1. Having once demanded whether any one will play *without taking In*, you oblige your self to take in, though your Game be never so good: wherefore you are well to consider it before.

2. If you name not the Trump before you look on the Cards which you have taken in, any other may prevent you, and name what Trump they please.

3. If (as it often happens) you know not of two Suits which to name Trump; e. g. with the two Black Aces you have three Trumps of either sorts: First, the Black Suit is to be prefer'd before the Red, because there are fewer Trumps of it. Secondly, you are rather to chose that Suit of which you have not the King, because besides your three Trumps, you have a King, which is as good as a fourth.

4. When you have the choice of Going in three *Matadors*, or the two Black Aces with three or four other Trumps, if the Stakes be great, you are to chuse this last, (as most likely to win most Tricks) if it be but a simple Stake, you are to chuse the first; because the six Counters you are to receive for the *Matadors*, more then equivalets the four or five, you lose for the Game.

Continuing Taking Inventory of the Church

